Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the

application.

1.   (Previously Presented)   A method of conducting a wagering game on a gaming machine,
comprising:

　　　making a first wager to initiate play of the wagering game;

　　　randomly selecting a first plurality of symbols to form a first array, each of the first

plurality of symbols positioned in a column and row in the first array;

　　　displaying the first array;

　　　determining if the first array has a first winning outcome;

　　　making a second wager to be eligible for an award based on a second array;

　　　randomly selecting a second plurality of symbols;

　　　adding the second plurality of symbols between at least some of the first plurality of

symbols in the first array to form the second array, the second array including the second

plurality of symbols and the first plurality of symbols in the first array without replacing any of

the first plurality of symbols, each of the first plurality of symbols remaining in either the

respective column or row in the first array;

　　　displaying the second array;

　　　determining if the second array has a second winning outcome; and

　　　awarding an award for any winning outcome.

2.   (Original)   A method of conducting a wagering game as described in claim 1, wherein
the second array is the first array with an additional column, the additional column formed by the
second plurality of symbols.

3.   (Original)   A method of conducting a wagering game as described in claim 1, wherein
the second array is the first array with an additional row, the additional row formed from the
second plurality of symbols.

4.   (Original)   A method of conducting a wagering game as described in claim 1, wherein

the second array is the first array with an additional row and an additional column, the second plurality of symbols forming the additional row and additional column.

5.   (Original)   A method of conducting a wagering game as described in claim 1, further including making a second wager to receive the second array.

6.   (Original)   A method of conducting a wagering game as described in claim 1, further including receiving a start-bonus outcome in the first array to receive the second array.

7.   (Original)   A method of conducting a wagering game as described in claim 1, further including using a first pay table to determine the award for the first winning outcome and a second pay table to determine the award for the second winning outcome.

8.   (Original)   A method of conducting a wagering game as described in claim 1, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to determine the second plurality of symbols.

9.   (Original)   A method of conducting a wagering game as described in claim 1, further including a first set of pay lines associated with the first array and a second set of pay lines associated with the second array.

10.   (Original)   A method of conducting a wagering game as described in claim 1, further including receiving a first winning outcome in the first array to receive the second array.

11.   (Original)   A method of conducting a wagering game as described in claim 2, wherein the player selects the position of the additional column added to the first array.

12.   (Original)   A method of conducting a wagering game as described in claim 3, wherein the player selects the position of the additional row added to the first array.

13.　　(Original)　A method of conducting a wagering game as described in claim 2, wherein the position of the additional column added to the first array is determined randomly.

14.　　(Original)　A method of conducting a wagering game as described in claim 3, wherein the position of the additional row is determined randomly.

15.　　(Previously Presented)　A method of conducting a wagering game on a gaming machine, comprising:

　　　　making a first wager to initiate play of the wagering game;

　　　　randomly selecting a first plurality of symbols to form a first array;

　　　　displaying the first array;

　　　　determining if the first array has a first winning pay line;

　　　　making a second wager to be eligible for an award based on a second array;

　　　　randomly selecting a second plurality of symbols;

　　　　adding the second plurality of symbols between at least some of the first plurality of symbols in the first array to form the second array, the second array including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

　　　　displaying the second array;

　　　　determining if the second array has a second winning pay line; and

　　　　awarding a player for any winning pay line.

16.　　(Original)　A method of conducting a wagering game as described in claim 15, wherein the second array is the first array with an additional column, the additional column formed from the second plurality of symbols.

17.　　(Original)　A method of conducting a wagering game as described in claim 15, wherein the second array is the first array with an additional row, the additional row formed from the second plurality of symbols.

18.   (Original)   A method of conducting a wagering game as described in claim 15, wherein the second array has an additional row of symbols and an additional column of symbols added to the first array.

19.   (Original)   A method of conducting a wagering game as described in claim 15, further including making a second wager to display the second array.

20.   (Original)   A method of conducting a wagering game as described in claim 15, further including receiving a start-bonus outcome in the first array to display the second array.

21.   (Original)   A method conducting a wagering game as described in claim 15, further including using a first pay table to determine the award for the first winning pay line and using a second pay table to determine the award for the second winning pay line.

22.   (Original)   A method of conducting a wagering game as described in claim 15, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to randomly determine a second plurality of symbols.

23.   (Original)   A method of conducting a wagering game as described in claim 15, further including a first set of pay lines associated with the first array and a different second set of pay lines associated with the second array.

24.   (Original)   A method of conducting a wagering game as described in claim 15, further including receiving a first winning pay line in the first array to display the second array.

25.   (Original)   A method of conducting a wagering game as described in claim 16, wherein the player selects the position of the additional column added to the first array.

26.   (Original)   A method of conducting a wagering game as described in claim 17, wherein

the player selects the position of the additional row added to the first array.

27.　　(Original)　A method of conducting a wagering game as described in claim 16, wherein the position of the additional column is determined randomly.

28.　　(Original)　A method of conducting a wagering game as described in claim 17, wherein the position of the additional row added to the first array is determined randomly.

29.　　(Previously Presented)　A method of conducting a wagering game on a gaming machine, comprising:

　　　　receiving a wager to initiate play of the wagering game;

　　　　randomly selecting a plurality of symbols to form a first array;

　　　　displaying the first array;

　　　　determining a value for a winning pay line in the first array;

　　　　randomly selecting a plurality of modifier symbols without player input;

　　　　adding the plurality of modifier symbols to the first array to form a second array;

　　　　displaying the second array with a plurality of modifier symbols;

　　　　associating the winning pay line with one of the plurality of modifier symbols intersected by the winning pay line;

　　　　modifying the value of the winning pay line with the modifier symbol associated with the winning pay line to determine an award; and

　　　　awarding the award to the player.

30.　　(Original)　A method of conducting a wagering game as described in claim 29, wherein the modifier symbol represents a mathematical function applied to the determined value.

31.　　(Original)　A method of conducting a wagering game as described in claim 29, further including receiving a start-bonus outcome in the first array to add the modifier symbols to the first array to form the second array.

32.   (Previously Presented)   A method of conducting a wagering game on a gaming machine,
comprising:

      receiving a wager to initiate play of the wagering game;

      randomly selecting a plurality of symbols to form a first array;

      displaying the first array;

      determining if the first array has a first winning outcome;

      randomly selecting a plurality of modifier symbols without player input;

      revealing and adding the modifier symbols to the first array to form a second array;

      associating each of a plurality of pay lines with one of the modifier symbols;

      displaying the second array with the plurality of modifier symbols;

      modifying the symbols on each pay line in accordance with its associated modifier
symbol to form a modified array;

      determining if the modified array has a second winning outcome intersected by a winning
pay line; and

      awarding an award for any winning outcome.

33.   (Previously Presented)   A method of conducting a wagering game as described in claim
32, wherein the modifier symbol functions to change symbols on the first winning pay line in the
first array to form the modified array.

34.   (Original)   A method of conducting a wagering game as described in claim 32, further
including receiving a start-bonus outcome to initiate adding the modifier symbols to the first
array to form the second array.

35.   (Previously Presented)   A method of conducting a wagering game on a gaming machine,
comprising:

      receiving a wager to initiate play of the wagering game;

      randomly selecting a plurality of symbols to form a first array;

      displaying the first array;

      making a first award for a first winning pay line in the first array;

randomly selecting a plurality of modifier symbols;

revealing and adding the modifier symbols to the first array to form a second array;

associating the first winning pay line with one of the plurality of modifier symbols;

displaying the second array with the plurality of modifier symbols;

modifying the symbols on the first winning pay line in accordance with its associated modifier symbol to form a modified array; and

awarding a second award for a second winning pay line intersecting one of the modifier symbols in the modified array.

36.   (Original)   A method of conducting a wagering game as described in claim 35, further including receiving a start-bonus outcome to initiate adding the modifier symbols to the first array to form the second array.

37.   (Previously Presented)   A method of conducting a wagering game on a gaming machine, comprising:

making a first wager to initiate play of the wagering game;

randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

determining if the first array has a first winning outcome;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first array between at least some of the first plurality of symbols in the first array to form the second array, the second array including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array;

determining if the second array has a second winning outcome;

randomly selecting a third plurality of symbols;

adding the third plurality of symbols to the second array to form a third array;

displaying the third array;

determining if the third array has a third winning outcome; and

awarding an award for any winning outcome.

38.   (Previously Presented)   A method of conducting a wagering game on a gaming machine,
comprising:

making a first wager to initiate play of the wagering game;

randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

determining if the first array has a first winning pay line;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first array between at least some of the first
plurality of symbols in the first array to form the second array, the second array including the
second plurality of symbols and the first plurality of symbols in the first array without replacing
any of the first plurality of symbols;

displaying the second array;

determining if the second array has a second winning pay line;

randomly selecting a third plurality of symbols;

adding the third plurality of symbols to the second array to form a third array;

displaying the third array;

determining if the third array has a third winning pay line; and

awarding a player for any winning pay line.

39.   (Previously Presented)   A method of conducting a wagering game on a gaming machine,
comprising:

making a wager to initiate play of the wagering game;

randomly selecting a first plurality of symbols to form a first array;

displaying the first array;

making a second wager to be eligible for an award based on a second array;

randomly selecting a second plurality of symbols;

adding the second plurality of symbols to the first array between at least some of the first plurality of symbols in the first array to form the second array, the second array including the second plurality of symbols and the first plurality of symbols in the first array without replacing any of the first plurality of symbols;

displaying the second array; and

making an award for any winning outcome.

40.   (Previously Presented)   A method of conducting a wagering game on a gaming machine, comprising:

providing an initial array of symbol positions for accommodating respective symbols;

offering a player an option to make a wager on an expanded array; and

in response to the wager, expanding the array to form the expanded array, the expanded array including additional symbol positions between at least some of the respective symbols in the initial array for accommodating respective additional symbols, the expanded array including the additional symbol positions and the initial symbol positions in the initial array without replacing any of the initial array of symbol positions.